SNK

NEO·GEO SYSTEM NGH-017 SENGOKU USER'S MANUAL.

SENGOKU™

NGH-017

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Usere's Manual

VGDB

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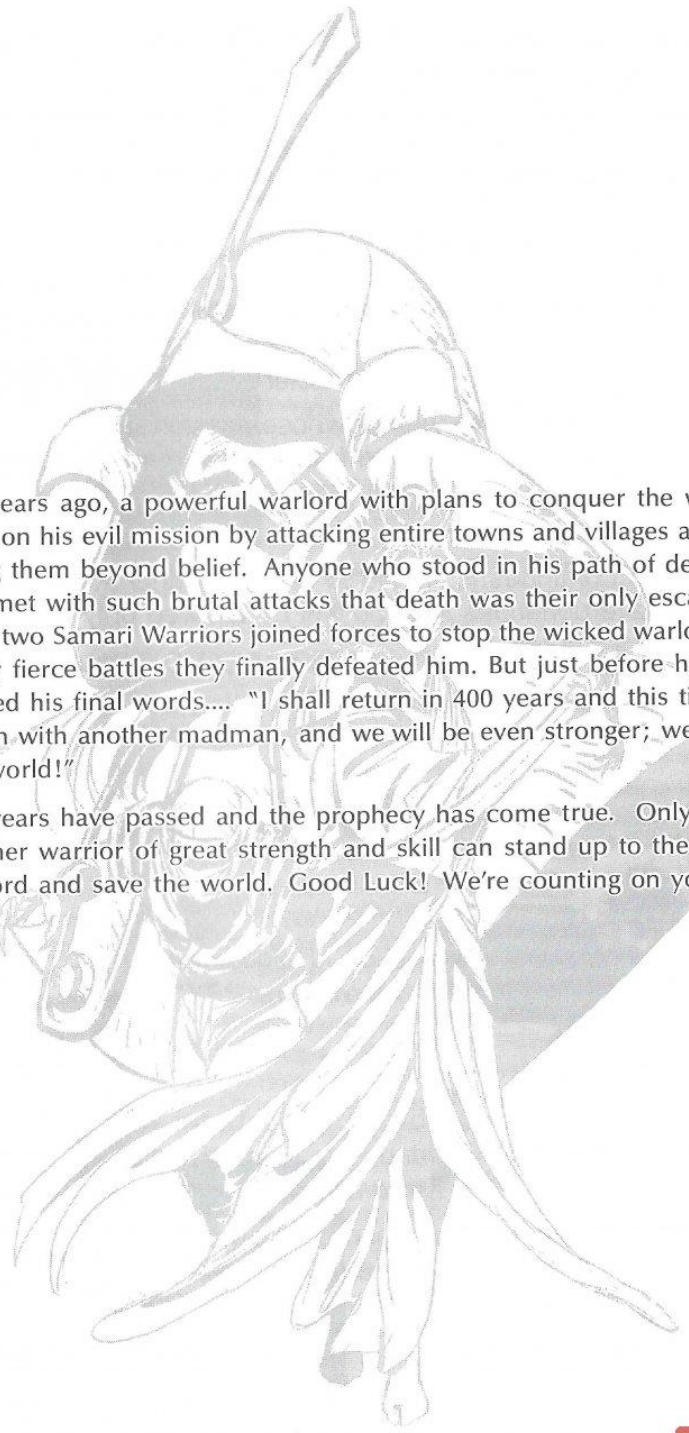

400 years ago, a powerful warlord with plans to conquer the world set forth on his evil mission by attacking entire towns and villages and terrorizing them beyond belief. Anyone who stood in his path of destruction was met with such brutal attacks that death was their only escape.
Then two Samari Warriors joined forces to stop the wicked warlord. After many fierce battles they finally defeated him. But just before he died he uttered his final words.... "I shall return in 400 years and this time I will return with another madman, and we will be even stronger; we will rule the world!"

400 years have passed and the prophecy has come true. Only you and another warrior of great strength and skill can stand up to the returned warlord and save the world. Good Luck! We're counting on you!

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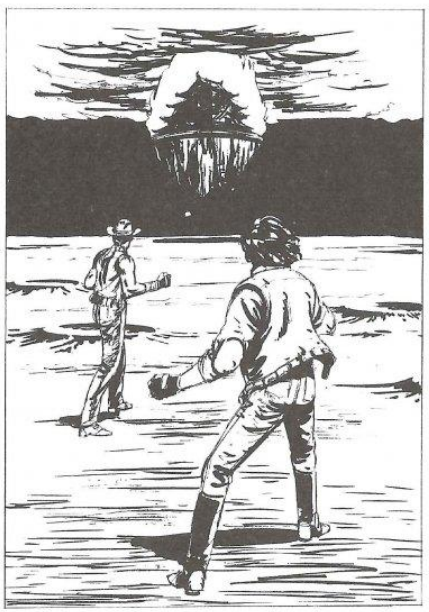
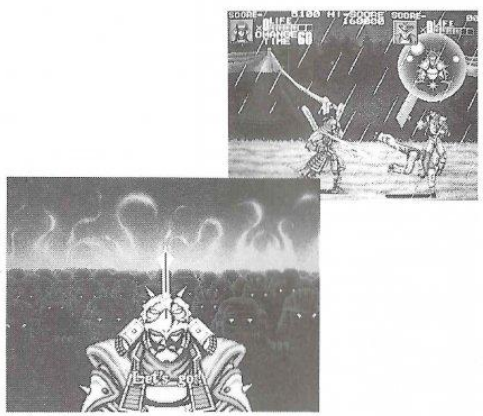
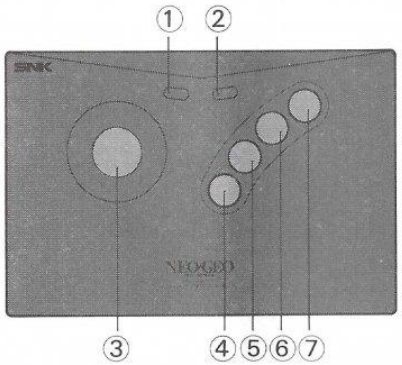
CONTENTS

- Action type game.
  2P simultaneous play, buy-In.
- When each character's life gauge reaches "0", you lose that character. The game is over when the last character reaches "0".
- You control the present day warrior whose mission it is stop the dead warlord and his madman associate from surviving in the present age.
- Buy-In If the hero is beaten down, press start button during continue-count to re-start from that stage.
- The number of continues is limited to 15; at the final stage (Stage 6), even if you have continues left you will be allowed only 1 chance.





CONTROLS



①SELECT BUTTON ·····Pause.
②START BUTTON·····Start game.
③JOYSTICK·····Control hero/Attacking direction/ Select character.
④A BUTTON·····Hero's attack (Punch / Kick) / Confirm character's selection.
⑤B BUTTON·····Hero's jump / Confirm character selection.
⑥C BUTTON·····Call characters from other worlds.
⑦D BUTTON·····Not used.

●HOW TO CHANGE CHARACTERS

Call characters in another world by "C" button. Select by joystick and confirm by "A" or "B" button. Release character change mode by pressing "C" button again.

SAVE & LOAD

●SAVE

Insert memory card into console in advance. After the game is over, set the on-screen arrow to "YES" and press "A" button until count reaches "0" for save.

●LOAD

After turning power on, insert memory card into console.
Load screen appears by pressing start button.
Set the arrow on screen to "YES" and press "A" button for loading.

※In this game, load will start at the beginning of that stage.
Data of characters from other worlds is not loaded.

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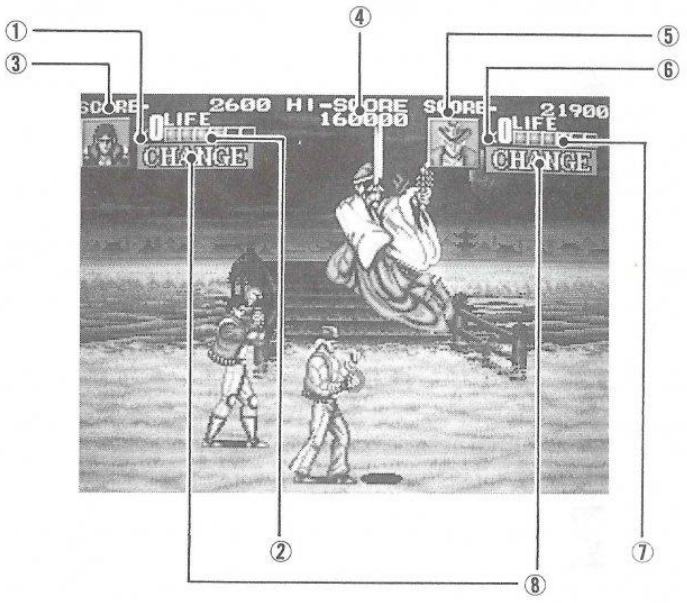
GAME SCREEN

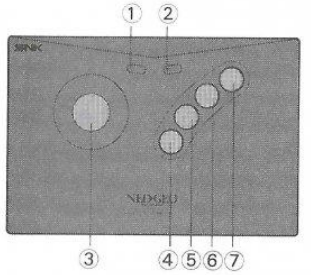


①1P character's number	⑤2P score
②1P life gauge	⑥2P character's number
③1P score	⑦2P life gauge
④High score	⑧Changeable character

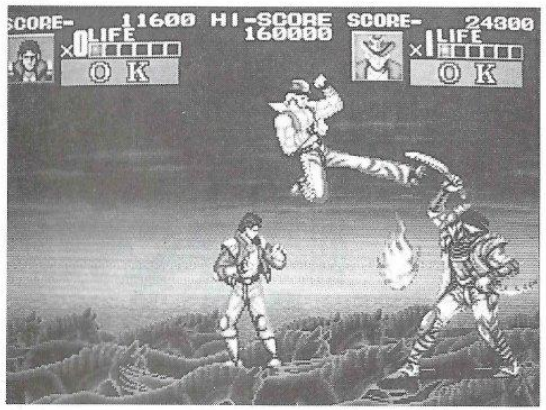
●CHANGEABLE CHARACTER DISPLAY

- You can get this display by freeing the confined characters from another world.
- Countdown begins as the character must return when his time is up. At this point, you return to your original character.
- When the changed character is beaten down, game will start with the original character.

TECHNIQUE



Press B button and then A button quickly to jumpkick.



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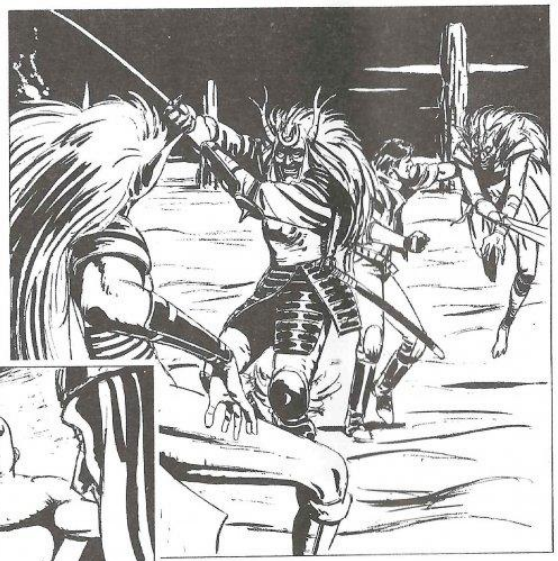
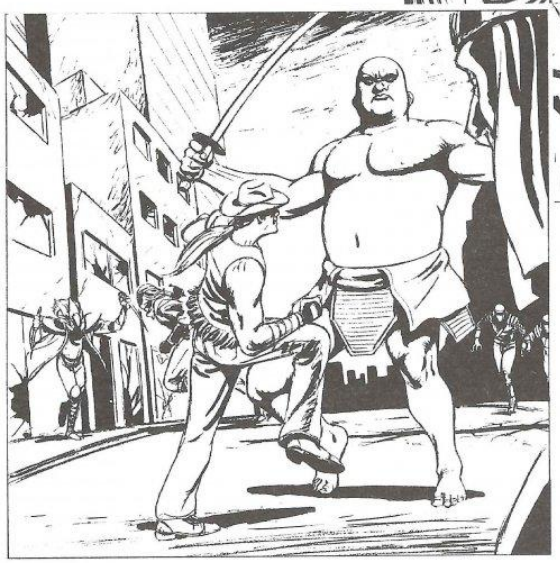
STAGES

- Stages consist of the "Real World" and "Other World" and movement between the two worlds is beyond the player's control.
- "Real World" is the broken down present age and the "Other World" belongs to the ages of the Japanese Civil War. In the "Other World" there is a limit to the changeable characters that can enter.

"Other World"



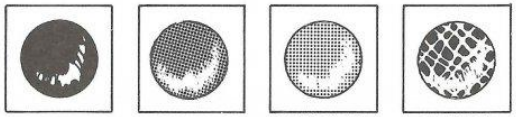


"Real World"

ITEMS

●POWER-UP

- The power up of the hero and the characters of other worlds uses energy sphere which appears when enemy is defeated.
  Power up spheres are as follows:

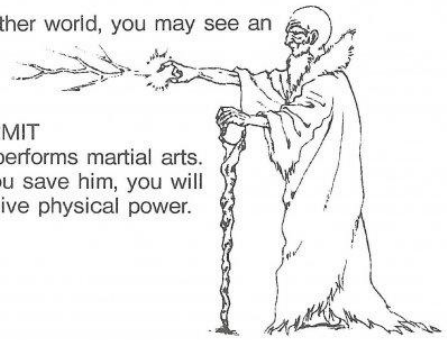


RED BLUE PURPLE GOLD

▼HERO'S POWER UP
- RED ENERGY SPHERE·····Receive famous "AKATSUKI" sword.
- BLUE ENERGY SPHERE·····Receive powerful "TWIN" swords.
- PURPLE ENERGY SPHERE·····Receive most powerful "CIRUS" sword.
- GOLD ENERGY SPHERE·····Receive mystical magic from the East.

▼SAMURAI, NINJA DOG AND NINJA'S POWER UP
- RED ENERGY SPHERE·····Shoots the magic power of "Na".
- BLUE ENERGY SPHERE·····Shoots the magic power of "Mu Mi".
- PURPLE ENERGY SPHERE·····Shoots even more powerful magic of "Da Bu Tsu".
- GOLD ENERGY SPHERE·····Shoots the most mystical of powers.

▼OLD MAN OF ANOTHER WORLD
- When you defeat the enemy in the other world, you may see an old man. If you help him you will receive physical power.



※HERMIT
He performs martial arts.
If you save him, you will receive physical power.

▼LIFE RECOVERY
- GREEN ENERGY SPHERE·····
  When you collect 10 green spheres, you recover 1 life gauge.
  You can choose between the normal and other world.
  In other world, you will see the goddess "Paula".
  When she crosses the path of the hero, you recover 4 gauges of life.

※GODDESS PAULA
She is the goddess and protector of life. If you save her, you will recover physical strength in the other world.

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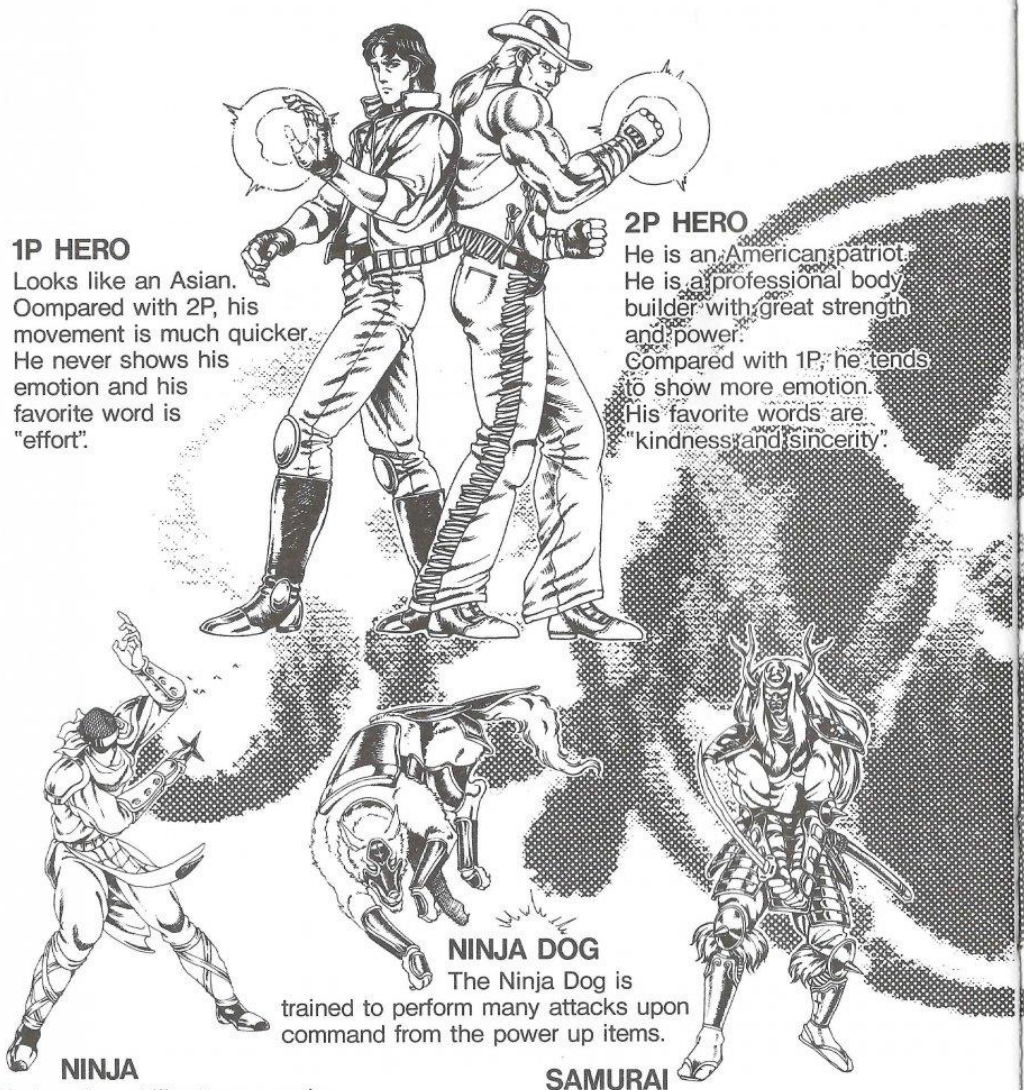
CHARACTERS



1P HERO
Looks like an Asian. Oompared with 2P, his movement is much quicker. He never shows his emotion and his favorite word is "effort".

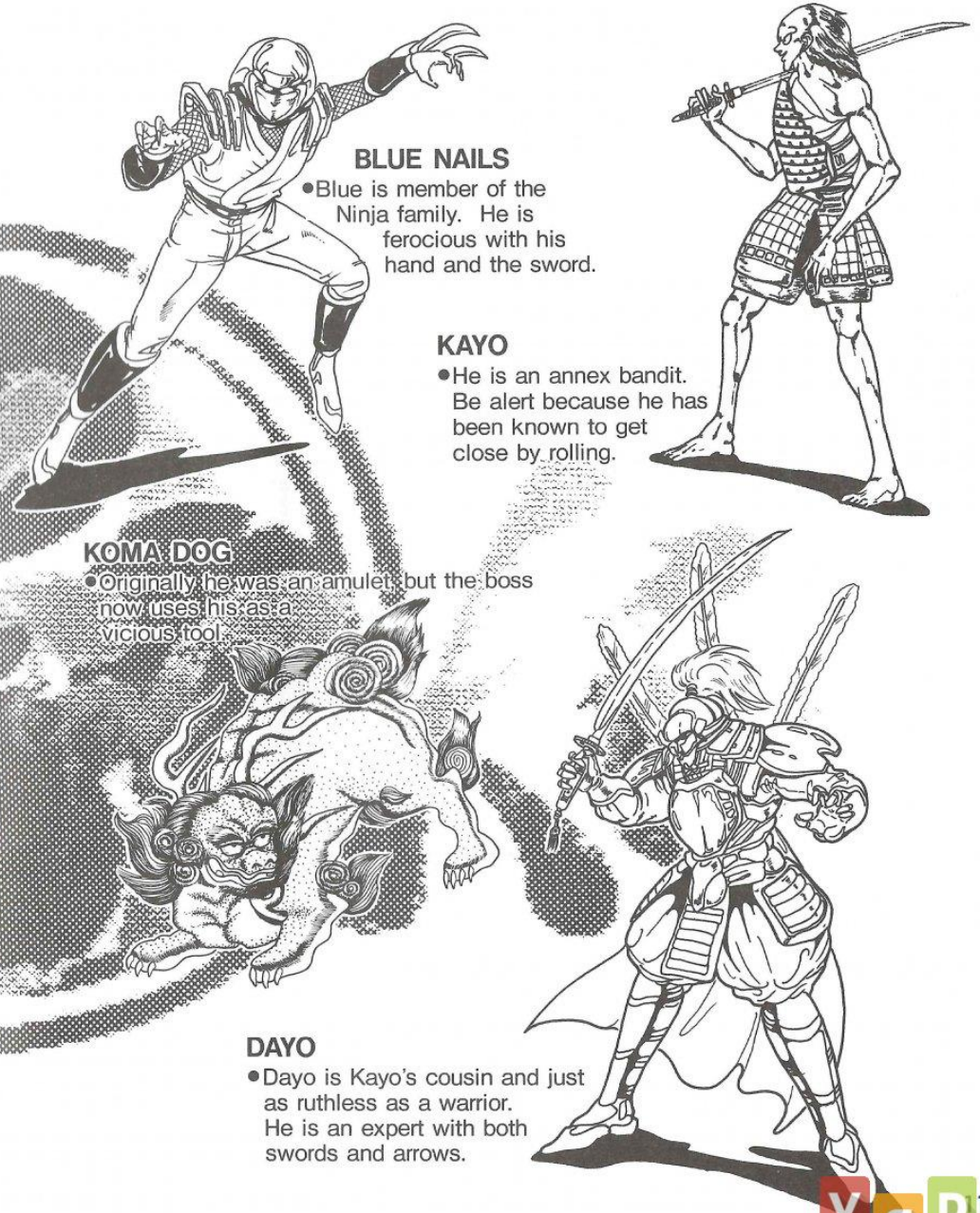
2P HERO
He is an American patriot. He is a professional body builder with great strength and power. Compared with 1P, he tends to show more emotion. His favorite words are "kindness and sincerity".

NINJA DOG
The Ninja Dog is trained to perform many attacks upon command from the power up items.

NINJA
He has the ability to use various firearms from the power up items.

SAMURAI
He is an expert of the sword. His ability and power is increased using power up items.

●ENEMY CHARACTERS



BLUE NAILS
●Blue is member of the Ninja family. He is ferocious with his hand and the sword.

KAYO
●He is an annex bandit. Be alert because he has been known to get close by rolling.

KOMA DOG
●Originally he was an amulet but the boss now uses his as a vicious tool.

DAYO
●Dayo is Kayo's cousin and just as ruthless as a warrior. He is an expert with both swords and arrows.

【ATTENTION】

- This product can only be used on the NEO GEO Rental System.
- Do not disassemble!!
  Contains high precision parts!
- Avoid dropping or other strong shocks.
  Keep away from extreme temperatures.
- Do not touch terminal.
  Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

【MEMORY CARD PRECAUTIONS】

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge.
  Do not shut off the main switch!
- Keep water and dust away from the connector of NEO•GEO memory card.

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NEO•GEO IS A TRADE MARK REGISTERED BY SNK.

SNK CORPORATION